

As with Triple Deluxe, I have translated some of the miiverse posts made for the game Kirby: Planet Robobot. Compared to the Triple Deluxe posts, I feel the errors here are very minor, but regardless, I have written notes in blue for what I think are notable differences with the official English translations.

You can read my translation of the [Triple Deluxe miiverse posts here](#).

You can read my translations of [Planet Robobot's pause descriptions, dialogue, and other text here](#).

Introduction

<https://kirbydevpostarchive.tumblr.com/post/164954037526/hal-laboratory-%E3%82%A4%E3%82%B7%E3%83%80-hallaboratory-06102016-1023>

Hi everyone! I'm Satoshi Ishida from HAL Laboratory, and, starting today, I'll be sharing information about "Kirby: Planet Robobot" with all of you in the community. I hope you're as excited as I am! Today I've got a message from Mr Kumazaki, the game's director.

"Hello, this is Shinya Kumazaki, the director of "Kirby: Planet Robobot". The game is officially being released today!

"In this instalment of the Kirby series, the overarching theme was machinery and technology, which was quite unconventional for the series! The contrast with the fairytale-like look of the previous game, "Kirby: Triple Deluxe", is especially striking!

"I can't wait for you all to jump into the powerful Robobot Armor, take the fight to the evil Haltmann Works Company and experience exhilarating mecha-action in a world overrun by machines!

"As you may have realized, Kirby's first game was released on April 27, 1992 in Japan, which makes him 24 years old. That means next year he'll be celebrating his 25th birthday, and we certainly plan to keep taking the Kirby series to new heights for years to come!

"Everyone, the time to go on a mecha-adventure to save a techno-world is NOW! The fate of Planet Robobot is in your hands!"

And there you have it. I'll continue to post information about "Kirby: Planet Robobot" for you here, so please stay tuned!

<https://kirbydevpostarchive.tumblr.com/post/167252513586/hal-laboratory-%E3%82%A4%E3%82%B7%E3%83%80hallaboratory-06102016-1243>

Hi everyone! I'm Satoshi Ishida from HAL Laboratory, and, starting today, I'll be sharing information about "Kirby: Planet Robobot" with all of you in the community. I hope you're as excited as I am! Today I've got a message from Mr Kumazaki, the game's director.

"Hello, this is Shinya Kumazaki, the director of "Kirby: Planet Robobot". The game is officially being released today!

"In this instalment of the Kirby series, the overarching theme was machinery and technology, which was quite unconventional for the series! The contrast with the fairytale-like look of the previous game, "Kirby: Triple Deluxe", is especially striking!

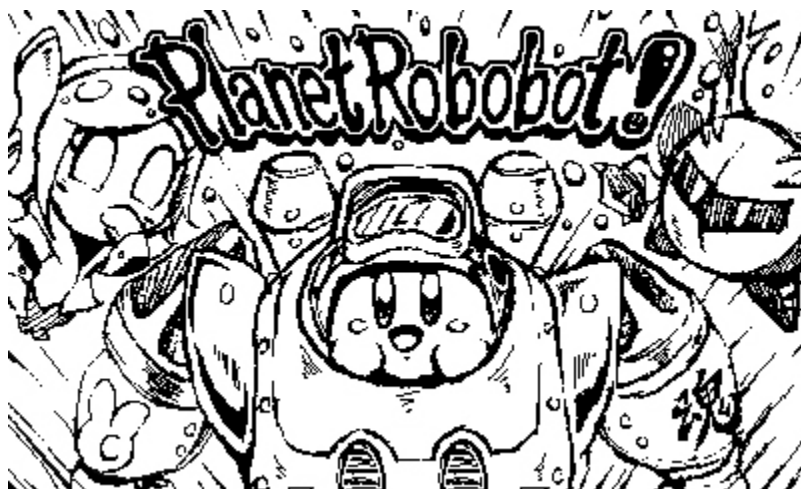
"I can't wait for you all to jump into the powerful Robobot Armour, take the fight to the evil Haltmann Works Company and experience exhilarating mecha-action in a world overrun by machines!

"As you may have realised, Kirby was born on 27 April 1992, which makes him 24 years old. That means next year he'll be celebrating his 25th birthday, and we certainly plan to keep taking the Kirby series to new heights for years to come!

"Everyone, the time to go on a mecha-adventure to save a techno-world is NOW! The fate of Planet Robobot is in your hands!"

And there you have it. I'll continue to post information about "Kirby: Planet Robobot" for you here, so please stay tuned!

<https://kirbydevpostarchive.tumblr.com/post/166090249446/hal-laboratory-%E3%82%A4%E3%82%B7%E3%83%80hallaboratory-04272016-653>



みなさんこんにちは。ハル研究所のイシダです。

本日から、このコミュニティで「ロボボプラネット」の情報をお伝えしていきますので、
よろしくお願いします！

それではさっそく、ゼネラルディレクターの熊崎からのメッセージをお届けします！

Hello everyone. I'm Ishida of HAL Laboratory.

Starting today, I'll be sharing information on "Planet Robobot" in this Community, thank you for
having me!

That said, I'll now deliver a message from General Director Kumazaki!

『こんにちは、ゼネラルディレクターの熊崎です。

本日、「星のカービィ ロボボプラネット」が発売となりました！

"Hello, I'm General Director Kumazaki.

Today, "Kirby of the Stars: Robobo Planet" has gone on sale!

**The English post continues to only refer to him as director, but as of Planet Robobot, Kumazaki
has become the General Director of the Kirby series.*

本作は、全編通して機械とテクノロジーがテーマとなった、
シリーズでも珍しいタイトルです。前作トリプルデラックスの
メルヘンチックな世界観とのギャップがすごいですよね。

"This is a novel title for the series, with machine and technology themes all throughout the work.
The contrast with the fairy-tale-ish worldbuilding of the previous title Triple Deluxe is incredible.

全てがキカイに侵略された世界ならではの新要素、

「ロボボアーマー」に乗り込み、パワフルで爽快なメカアクションで

悪の企業ハルトマンワークスカンパニーを打ち倒していただければと思います！

I hope you'll board the "Robobo Armor", a new element characteristic of a world entirely invaded
by Machines, and defeat the evil corporation Haltmann Works Company in this powerful and
exhilarating Mecha Action!

また、本作に登場する、謎の美人秘書スージーが歌う

ハルトマンワークスカンパニーの社歌「銀河に名立たるハルトマン」が、

「Nintendo×JOYSOUND Wii カラオケ U」(Wii U)

「カラオケJOYSOUND」(3DS)

にて、本日4月28日から配信されます。

スージーと一緒に魂を込めて歌い、カンパニーへの忠誠(?)を誓ってくださいね！

In addition, the company theme song "The Galactically Renowned Haltmann" of the Haltmann
Works Company, sung by the enigmatic beauty Secretary Susie, who appears in this title, will be
distributed today, April 28th, in 「Nintendo×JOYSOUND Wii カラオケ U」(Wii U) and 「カラオケ
JOYSOUND」(3DS).

**Obviously, this is not in the English post. You can watch a subtitled video of the JOYSOUND
version of The Noble Haltmann by Kaialone [here](#), or you can [read the translation on WiKirby \(In
the Japanese tab\) which is partially done by me.](#)*

最後に、
気づけば1992年4月27日に誕生した星のカービィも、
もう24歳となりました。
そしていよいよ、来年には生誕25周年を迎えます。
これからも星のカービィシリーズを、もっともっと盛りあげていければと思っております！
"Finally, you may have realized that Kirby of the Stars was born on April 27th, 1992, so it's
already been 24 years.
So at last, next year will be the 25th year since his birth.
I hope the Kirby series will get more and more exciting from here on!

それでは皆さま、キカイ化された世界でのフルメタルな大冒険が待つ
ロボボプラネットを、どうぞお楽しみください！』

"With that, everyone, please enjoy Robobo Planet, where a grand full metal adventure in a world
transformed into machinery awaits!"

*フルメタル Full Metal is also used in the name of the track フルメタル・ベーター Full Metal Vader,
the mid-boss battle theme in this game, which is called Metal N. Vasion in English.

とのことでした。

今後も「ロボボプラネット」の情報をお届けしますので、どうぞお楽しみに！

That is what they said.

We will continue to deliver information on "Robobo Planet" from here on, so please look forward
to it!

Ask-a-thon 1

*I will not be copy-and-pasting the English text of the ask-a-thons into this document, I think
having both US and EU text as well as Japanese+Translation would make it very cluttered and
hard to read if I alternated them per question and response, and if I had each of the US and EU
and JP posts in their entirety at once there's no point to doing that over just linking the original,
since there's way too much text to scroll up and down through to try and compare them in the
same tab anyway, so you might as well open the original post in a separate tab. So, feel free to
do so if you specifically want to compare the official English post and my translation. Or you can
just read through my translation, as always, I have notes for what I think are notable differences.

US:

<https://kirbydevpostarchive.tumblr.com/post/164954365076/hal-laboratory-%E3%82%A4%E3%82%B7%E3%83%80-hallaboratory-08092016-1043>

EU:

<https://kirbydevpostarchive.tumblr.com/post/167252899466/hal-laboratory-%E3%82%A4%E3%82%B7%E3%83%80hallaboratory-08092016-411>

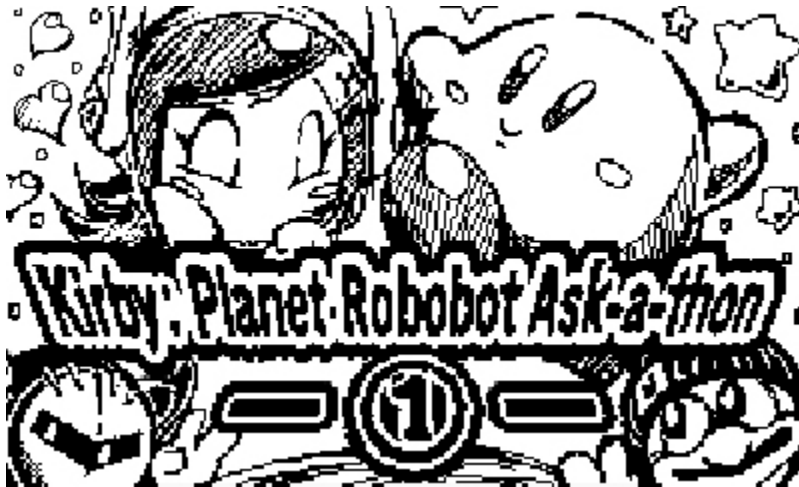
Japanese:

<https://kirbydevpostarchive.tumblr.com/post/166090375821/hal-laboratory-%E3%82%A4%E3%82%B7%E3%83%80hallaboratory-08092016-101>

HAL Laboratory

イシダHAL_Laboratory

08/09/2016 1:01 AM



お待たせしました！「星のカービィ ロボボプラネット大質問会！回答編」を開催します！みなさんからの質問に答えるのは、ついに登場！『星のカービィ ロボボプラネット』ゼネラルディレクターの熊崎です！

Ishida:

Sorry for the wait! "Kirby: Planet Robobot Ask-a-thon! Answer Edition" is now being held! He's finally arrived to answer questions from you all! "Kirby of the Stars Robobo Planet" General Director Kumazaki!

クマザキ 08/09/2016 1:02 AM

みなさんこんにちは、ゼネラルディレクターの熊崎です！

日本、北米、欧州からいただいた、熱い質問の数々に正直驚いていますが、少しでもご期待に応えられれば、と思っています。よろしくお願いします！

Kumazaki:

Hello everyone, I'm General Director Kumazaki!

I'm honestly surprised at the numerous passionate questions we've received from Japan, North America, and Europe, and I hope that we can live up to expectations. Thank you for having us!

イシダ 08/09/2016 1:03 AM

それでは早速ですが、最初の質問です。『星のカービィ ロボボプラネット』というタイトルは、どのように決まったんですか？

Ishida:

Then without further ado, here is the first question. How was the title "Kirby of the Stars Robobo Planet" decided on?

クマザキ 08/09/2016 1:03 AM

当初は『星のカービィ HAGANE』という案もありましたが、ポップスターがロボットだらけになることから、『星のカービィ ロボットプラネット』という案が出ました。

しかし、それではストレートすぎてインパクトが弱いと思い、次の『ロボロボプラネット』という案を経て、最終的にはカービィらしさを感じさせる『ロボロボプラネット』になりました。

「ロボボアーマー」という名称も、このときに誕生しました。

Kumazaki:

At first, there was an idea to call it "Kirby of the Stars: HAGANE", but since Popstar becomes riddled with Robots, we proposed "Kirby of the Stars: Robot Planet".

But then I thought this was too straightforward and its impact would be weak, so we continued on with the idea "RoboRobo Planet", and finally it became "Robobo Planet", which gives a Kirby-like feeling.

The name "Robobo Armor" was also born then.

インダ 08/09/2016 1:03 AM

なるほど！確かに『HAGANE』だとカービィにしては渋すぎるし、海外の方には伝わりにくいかも（HAGANE: 鋼＝金属の一種）。

さて、その『ロボロボプラネット』ですが、どのようにゲーム制作のインスピレーションを得たんですか？また、開発期間はどれくらいでしたか？

Ishida:

I see! It's true that "HAGANE" is too subdued for Kirby, and might not come across clearly for those overseas (HAGANE: Steel = A type of metal).

Now, where did you get the inspiration to make a game like this "Robobo Planet"? And also, how long was the development time?

クマザキ 08/09/2016 1:04 AM

『星のカービィ トリプルデラックス』から2作続けて同じハードでの開発になるので、今回は世界観を一新することを意識しました。

同時に新たなユーザーを開拓したいとも思い、前作の「温かみのある空と植物」というテーマに対して真逆のイメージの「キカイの世界」を考えました。

そして、「キカイの世界」ならではの新たなコピー能力アクションとして、ロボボアーマーを発案しました。

開発は『デデデ大王のデデデでデンZ』などのタイトルと平行しつつ、2年以内に完成させました。

Kumazaki:

Since it's the second title in a row developed on the same hardware since "Kirby of the Stars Triple Deluxe", I focused on overhauling the world design this time.

At the same time, I wanted to cultivate new users, so I came up with a "World of Machines" which has the exact opposite image compared to the theme of "Plants and a Sky with Warmth" of the previous title.

Then, I came up with Robobo Armor as a new Copy Ability Action characteristic of a "World of Machines".

Its development was concurrent with other titles such as "Dedede Daiou no Dedede de Den Z", and it was completed within 2 years.

**I'm not sure I would particularly agree with the claim that the theme of 3DX was "lush scenery" like the say in the English posts compared to literally "plants" in the original Japanese text.*

インダ 08/09/2016 1:04 AM

そんな「キカイ」で統一されたゲーム世界を作るとき、開発チームではどのようにしてクリエイティブなデザインと、プレイヤーに楽しんでもらえる遊びのバランスをとっていったのでしょうか？

Ishida:

How did the development team strike a balance between creative design and gameplay that players can enjoy while creating a game world unified by these "Machines"?

クマザキ 08/09/2016 1:05 AM

始めに、ゲームとして大事な「遊びの企画意図」をチーム全体で共有しました。

物語や設定は、まず私の頭の中で完成させ、それを各リーダーに展開し、テキストやイメージスケッチなどで、スタッフの想像力を沸き立たせつつ開発を進めます。そして開発が勢いに乗った終盤のクライマックスで、デザインと遊びを曲とも合わせてチーム全体でより深く共有するための説明会を行うことで、スタッフのポテンシャルを活かしつつ、さらに勢いを持って仕上げていきました。

Kumazaki:

First, the entire team shared the "Gameplay Plan and Intent", which is important to a game. I begin by completing the story and setting in my head, then I relay them to each Leader and development progresses as I stimulate the staff's imagination with text and image sketches. Then at the climax of the final stage where development is moving with full vigor, we hold an information session in order to share design, gameplay, as well as music altogether more thoroughly with the entire team, so that we can finish with even more vigor while putting the staff's potential to full use.

**The English post misinterprets Kuma saying he stimulates the staff's imagination by giving them sketches and text, instead saying the staff make text, rough sketches, and other resources to stay creative.*

The English post adds a claim that development was hectic in the final stages, and that design and gameplay are meshed **only in the final stages, the opposite of what's said in Japanese, where they're **more thoroughly** shared. It also fails to mention the music.*

インダ 08/09/2016 1:05 AM

そうやって『ロボボプラネット』が完成したんですね。ところで、ゲーム制作において一番の困難は何でしたか？ また、もう一度やり直せる機会があったら、改善したい点はありますか？

Ishida:

And that is how "Robobo Planet" was completed. By the way, what was the hardest thing about creating the game? If you had the chance to start over again, is there anything you would improve?

クマザキ 08/09/2016 1:06 AM

より少ない開発期間とスタッフで、前作の要素を活かしつつも既視感の無いものにしてほしい、というのがプロデューサーからのオーダーで、やりがいを感じつつも、とても大変な開発でした。

前作のシステムを活かすと遊びの部分が似てしまいますし、またカービィらしさと斬新さの両立にも苦労しました。

改善できる点や、やり残したことはいつも当然のようにあって、それを次回へのモチベーションにしています。きっと、これは永遠に無くならないでしょう。

Kumazaki:

The order from the Producers was that they wanted us to make the best use of the elements in the previous title but not to cause a sense of déjà vu, with less development time and staff; and though we felt it was rewarding, development was very difficult.

By making the best use of the previous title's system, the gameplay portion would end up similar, and we also had trouble having Kirby-ness and novelty go together.

Naturally, there are always things that could be improved and things left undone, and those will be my motivation for next time. Certainly, they will never go away.

**This game has two producers, a co producer, two general producers, and Satoru Iwata as Executive Producer, so it's not clear who he's referring to and whether it's only one or multiple.*

**The English post fails to mention that they had less staff than for Triple Deluxe.*

**Kumazaki said in Japanese that development was rewarding but very difficult. The English post changes it to him saying that he thought the producer's suggestion was good but it was a nightmare to execute, a very different claim.*

イシダ 08/09/2016 1:07 AM

『ロボボプラネット』では、過去のカービィシリーズのネタやフィーリングを取り入れていたという印象を受けましたが、熊崎さんは過去のカービィシリーズは好きですか？今回、過去作に影響された部分はありますか？

Ishida:

I got the impression that "Robobo Planet" incorporated material and feelings from the past Kirby Series, but Kumazaki-san, do you like the past Kirby series? Were there any parts this time that were influenced by past titles?

クマザキ 08/09/2016 1:07 AM

過去のカービィシリーズがあるからこそ、今のカービィがあると考えています。

これまでも、『星のカービィ 夢の泉の物語』で初登場となった「メタナイト」や「夢の泉」がその後の『星のカービィ スーパーデラックス』で再登場したり、『星のカービィ2』に登場したボスや仲間たちが『星のカービィ3』でも活躍するなどしています。

カービィならではの魅力はとても多く、それが24年分も存在しています。『ロボボプラネット』で初めてカービィに触れた人には、そういった過去作の要素を新しいものと同じように楽しんでもらい、そこから過去作の良さに気づいていただく機会となれば、と思いながら取り入れています。

Kumazaki:

I think the current Kirby exists precisely because the past Kirby series existed.

Up to now, "Meta Knight" and "The Fountain of Dreams" which debuted in "Kirby of the Stars Tale of the Fountain of Dreams" reappeared later in "Kirby of the Stars Super Deluxe", and bosses and friends which appeared "Kirby of the Stars 2" also play a role in "Kirby of the Stars 3".

Kirby has very many unique charms, which have existed for 24 years. For people who first experienced Kirby with "Robobo Planet", they may enjoy these elements of past titles as much as new ones, and it becomes a chance for them to find the merits of past titles, I included those elements from that line of thought.

**The first sentence is more like "Kirby is how it is now because it's shaped by the past" rather than "Kirby is still around because of the old games" in the English post*

インダ 08/09/2016 1:08 AM

それでは最後に、ゲーム制作についてのことだけでは不満という方もおられるかもしれないので、別の種類の質問をしてみましょう！

スージーはハルトマンの実の娘ですか？という質問や、スージーはクローンかロボットですか？という質問を世界中の方からいただいています。熊崎さん、ズバリ！スージーの正体を教えてください！

Ishida:

And finally, since there might be some of you who'd be dissatisfied with only questions about game making, I'll ask a different type of question!

Is Susie Haltmann's biological daughter? Or is Susie a clone or robot? We received questions like these from all throughout the world. Kumazaki-san, once and for all! Tell us Susie's true identity!

クマザキ 08/09/2016 1:08 AM

それではお答えします。スージーはクローンではなく、ハルトマンの実の娘です。ゲームをクリアするうへでは知らなくても成立する物語と、とことん遊ぶと判明する2つの物語性を用意していますが、今回はスージーの本名を知ったときに「あっ」と思うようにしてあります。

当初スージーをハルトマンが寂しさのあまりに作った、自分を生命体だと思い込んでいるロボットにしようとも考えましたが、設定をシンプルにまとめるため見送りました。またその際、最後の謎として、ハルトマン自身も実はロボットだった、という設定も合わせて考えていました。

Kumazaki:

Then I'll answer. Susie is Haltmann's biological daughter, not a clone. I create 2 layers to the story, one that is complete even though you don't know anything once you've cleared the game, and one that becomes clear when you play to the end, and this time, when you learn Susie's name, you might go "Ah".

At first, I thought about Susie being a robot that believes itself to be a living being, which Haltmann created out of incredible loneliness, but I passed it up in order to keep the setting simple. In addition, as the final enigma, at the time I was also considering Haltmann himself actually being a robot, to go along with the setting.

インダ 08/09/2016 1:09 AM

そうだったんですか！疑問に思っていた方々も、これでスッキリしたでしょうね。

さてさて、いただいたご質問は、まだまだあるのですが、今回はこのくらいにしたいと思います。

また近いうちに、第2回目の「星のカービィ ロボボプラネット大質問会！回答編」を実施しますので、お楽しみに～！

Ishida:

Is that so? I hope this clears things up for those who were wondering.

Well, we have a lot more questions, but I think we'll leave it here for now.

In the near future, we'll hold the second "Kirby: Planet Robobot Ask-a-thon! Answer Edition", so look forward to it~!

Ask-a-thon 2

US Post:

<https://kirbydevpostarchive.tumblr.com/post/164955084671/hal-laboratory-%E3%82%A4%E3%82%B7%E3%83%80-hallaboratory-08252016-957>

EU Post:

<https://kirbydevpostarchive.tumblr.com/post/167254997156/hal-laboratory-%E3%82%A4%E3%82%B7%E3%83%80hallaboratory-08252016-510>

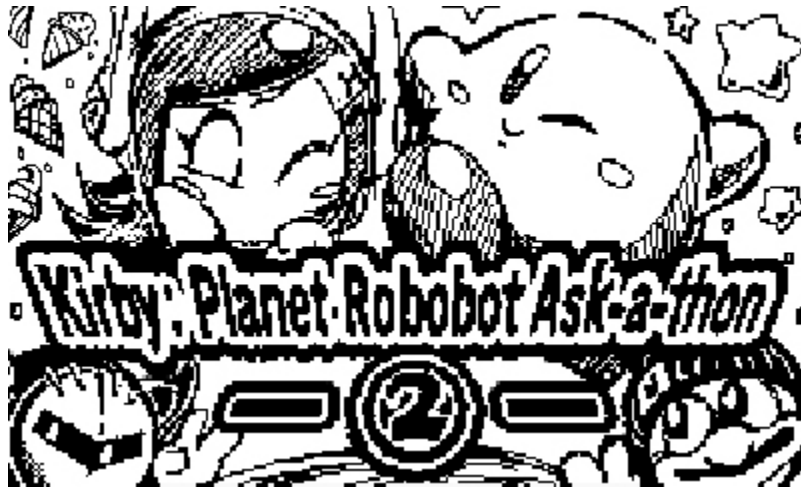
JP Post:

<https://kirbydevpostarchive.tumblr.com/post/166090490306/hal-laboratory-%E3%82%A4%E3%82%B7%E3%83%80hallaboratory-08252016-100>

HAL Laboratory

イシダHAL_Laboratory

08/25/2016 1:00 AM



こんにちは、ハル研究所の石田です。それでは、「星のカービィ ロボボプラネット大質問会！回答編」の第2回目を開催します！今回もゼネラルディレクターの熊崎が回答します！

Ishida:

Hello, I'm Ishida of HAL Laboratory. And now, the second "Kirby: Planet Robobot Ask-a-thon! Answer Edition" is now being held! General Director Kumazaki will be answering this time as well!

クマザキ 08/25/2016 1:00 AM

よろしくお願いします。今回はゲームをプレイするだけでは見えてこない、『ロボボプラネット』の設定についての質問にお答えしたいと思っています。

Kumazaki:

Thank you for having me. This time, I want to answer questions about the setting of "Robobo Planet", which can't be found from just playing the game.

イシダ 08/25/2016 1:01 AM

みなさん、ゲームを楽しみながら深く考察されているようですね。それでは、まずはメタナイトについての質問から始めたいと思います。

ゲームの始めで撃墜されたハルバードが、再登場時には元通りになっていましたよね。誰が修理したんですか？

Ishida:

Everyone seems to be studying the game deeply as they enjoy it. Then to start off, I'd like to begin with a question about Meta Knight.

The Halberd was shot down during the beginning of the game, but it's back to normal when it reappears. Who repaired it?

クマザキ 08/25/2016 1:01 AM

撃墜されたハルバードは、アクシス アークスの真下にあった岸壁の間に不時着します。メタナイトはカンパニーに捕まってしまうますが、ハルバードの乗組員たちに全てを託していました。結果、修理が間に合い、正気に戻ったメタナイトと共にカービィの元に駆けつけたのでした。

しかし、カービィに「ハルバードに乗れ！」と促したのに、のうりよくスキャンされてしまうとは彼も予想していませんでしたが...

Kumazaki:

When the Halberd was shot down, it made a crash landing within the quays directly below the Acciss Arcs. Meta Knight was caught by the Company, so he entrusted everything to the Halberd's crew. It was repaired in time as a result, and it rushed to Kirby's side along with Meta Knight, who had returned to his senses.

However, though he urged Kirby to "Get on the Halberd!", he didn't expect to get Ability Scanned...

インダ 08/25/2016 1:01 AM

私は「ハルバードをスキャンしろ！」だと思ってました...

さて、そんなメタナイトですが、「メタナイトでゴー リターンズ」とゲーム本編である「ストーリーモード」には、物語としてのつながりがありますか？

Ishida:

I had thought he said "Scan the Halberd!"...

Then, with Meta Knight, is there a connection between the story in "GO with Meta Knight Returns" and the main game "Story Mode"?

クマザキ 08/25/2016 1:02 AM

基本的にはパラレルストーリーです。「メタナイトでゴー リターンズ」は、もともと「ストーリーモード」をクリアしたあとのお楽しみモードなのですが、それだけだとゲームをクリアする動機も薄くなると思い、「if」の物語を加えました。

「間口が広く奥が深い」というカービィらしさが出るように、物語に2つの顔を持たせ、ライトに遊ぶ人にもストーリーの完結まで楽しめ、一方でヘビーに遊ぶ人はその奥にある物語に触れる。そんな独特な展開を、このモードで実現しています。

Kumazaki:

It's basically a Parallel Story. "GO with Meta Knight Returns" was originally just a mode for fun after you cleared "Story Mode", but I thought if it was nothing more, it'd be a weak incentive to clear the game, so I added its "if" story.

In order to create the Kirby characteristic of "profound yet wide in scope", there are 2 faces to the story, so people who play lightly can enjoy the Story up to its conclusion, while on the other hand, people who play heavily can experience the depth to the story. This peculiar way things unfold is fully realized with this mode.

イシダ 08/25/2016 1:02 AM

「メタナイトでゴー リターンズ」といえば、クリスタルに封印されたギャラクティックナイトが、「真 勝ちぬきボスバトル」では封印を破って再登場しましたよね。この2つのモードの物語には、つながりがあるのですか？

Ishida:

Speaking of "GO with Meta Knight Returns", Galactic Knight, who gets sealed in crystal, reappears in "True Boss Battles Tournament", destroying the seal. Is there a connection between the stories of these 2 modes?

クマザキ 08/25/2016 1:02 AM

「真 勝ちぬきボスバトル」も「if」という設定なので、全てがつながっているわけではありません。また、ギャラクティックナイトの出現時に開く異空間ロードは時空を超えた存在のため、時系列で並べるのは難しいんです。ですが、過去3作でのギャラクティックナイトの出現時の場面を並べて推測すると、ロマンが広がると思いますよ。

なお、ギャラクティックナイトが出現したあとに「星の夢」を斬りつける理由は明確で、強引に時空を移動させられたことから、「星の夢」を敵と認識したんです。結果、好戦的なギャラクティックナイトらしい演出になりました。

Kumazaki:

"True Boss Battles Tournament" is also set in an "if", so not everything is connected.

As well, Another Dimension Road, which is open whenever Galactic Knight shows up, is an existence which crosses space-time, so it's hard to put in chronological order. However, I think it'll become more dream-like if you speculate on the scenes when Galactic Knight shows up in the past three titles.

Furthermore, the reason Galactic Knight cuts down "Star Dream" after he shows up is definitely because he perceives "Star Dream" as an enemy, since it forcibly transported him through space-time. As a result, it became a performance fitting for the battle-loving Galactic Knight.

*[ロマン roman, as in romance, in the definition of romanticism/being a dreamer/idealistic views. I have translated this as 'dream-like'.](#)

*[Kumazaki uses the term 場面, which he consistently uses under the meaning of a scene, not a setting or location like as interpreted in the English posts. So Kumazaki is telling you to consider the events that occur when Galacta Knight appears, not the stages in which he appears.](#)

*[The last line in the English posts just seem to just echo the previous sentence about why Galacta Knight would be antagonistic in this specific scenario, but Kumazaki is saying that what happened in this scene is typical behavior for Galacta Knight, who likes conflict/fighting in general.](#)

[I'm also aware some people have attempted looking at this sentence in Japanese before and things like dictionaries or google translate will interpret 好戦的 as war-loving, but I don't think it's anything so grandiose meaning compared to a more literal reading of 戦 just meaning that he likes fighting or is an antagonistic person as the official English posts interpreted it. If it were](#)

'war-loving', that wouldn't make any sense in the context of what Kumazaki is saying about it matching the events of this scene anyway.

イシダ 08/25/2016 1:03 AM

いま名前が出た「星の夢」ですが、ハルトマンはどうやって「星の夢」の設計図や技術を手に入れたんですか？

ほかにも質問があったのが、『星のカービィ Wii』のメタルジェネラルに似ているセキュリティサービスの設計図、『星のカービィ64』のピクスのようなホログラフ防衛システムズなどのデータの入手先についてなんですが、それらについても教えてください。

Ishida:

Regarding "Star Dream" which you just mentioned, where did Haltmann acquire the blueprints and technology for it?

There were also questions about the source of the data for the blueprints to Security Service which resembles Metal General from "Kirby of the Stars Wii", and Holograph Defense Systems that's like Pix from "Kirby of the Stars 64", could you tell us about those?

*The English post is weirdly worded to say Security Force's blueprints resemble Metal General rather than Security Force itself, and similarly that Holo Defense API's data resembles Pix rather than the thing itself.

*Also, in the EU version of the game, it's spelled Defence, but the post spells it with an S.

...Well, in the first place, the EU post also uses the name Return to Dream Land instead of Adventure Wii like the Triple Deluxe EU miiverse posts did.

クマザキ 08/25/2016 1:04 AM

ハルトマンが銀河のいくつかの惑星で、それぞれの設計図や技術を手に入れました。

それがあのハルカンドラだったのか、そこと関係の深い別の惑星だったのかは定かではありません。なお、ホログラフ防衛システムズは、かつてスージーが事故で異空間に飛ばされ、様々な世界とつながった際にデータを入手しました。

Kumazaki:

Haltmann had acquired blueprints and technology from a number of planets throughout the galaxy.

It's not certain whether this was from Halcandra or a different planet with deep connections to there.

Meanwhile, Holograph Defense Systems' data was obtained when Susie was sent into Another Dimension due to an accident in the past, which led to various worlds.

*The EU post spells Defence with a C here now despite not doing so in Ishida's question.

*The English post makes it out like Haltmann collected the data for Holo Defense API himself after the accident with Susie allowed him to travel to more places, but Susie is the one that collected the data for Holo Defense API after she was sent into Another Dimension, which links to many places.

イシダ 08/25/2016 1:04 AM

なるほど、過去のシリーズの要素が活かされているんですね。続けて「星の夢」についての質問です。「星の夢」との戦いのとき、宇宙空間にカンパニーのマークがついている惑星が見えます。これら

はカンパニーが侵略した惑星ですか？ そうだとしたら、「星の夢」が破壊されたあと、それらの惑星はどうなりましたか？

Ishida:

I see, the elements from the series' past are being put to good use. I have another question about "Star Dream".

During the battle with "Star Dream", we see planets in outer space with the Company's logo on it. Are these planets that the Company has invaded? If so, what happened to these planets after "Star Dream" was destroyed?

クマザキ 08/25/2016 1:04 AM

あの星々は侵略済みの惑星です。「星の夢」の無慈悲さと、ハルトマンの惑星侵略の悪事のあかしとしてマークが描かれています。

マークは「星の夢」の超テクノロジーで作られた物質なので、「星の夢」の消滅と共に消えてなくなり、元通りになっているはずです。

また、心の無い悪の兵器は消滅しましたが、「星の夢」の干渉を離れた一部のものは消滅を免れました。

Kumazaki:

Those stars are planets that have been completely invaded. The logo is a testament to the evils of Haltmann's planetary invasion and the mercilessness of "Star Dream".

Since the logos are a substance created from "Star Dream's" ultra technology, they should be deleted along with the termination of "Star Dream", and return to their original states.

In addition, while heartless weapons of evil have terminated, some that disconnected from the interference of "Star Dream" escaped termination.

インダ 08/25/2016 1:05 AM

それってリレインバーのことかな？ あ、そういえばハルトマンは、なぜ過去の記憶とともに心もなくなりましたか？ 自分で捨てたのか、もしくは「星の夢」に消されたんですか？

それと、スージーはハルトマンの抜擢で秘書になったんですよね。なにか深い意味があるように感じますが...

Ishida:

Are you referring to Rireinvah? Ah, come to think of it, how did Haltmann lose his heart along with his memories of the past? Did he throw them away himself, or did Star Dream delete them? And also, Susie became Haltmann's secretary by his selection, didn't she? I feel like there's a deeper meaning to this...

[*Rireinvah is the name of the Business Suit, Susie's vehicle, in Japanese.](#)

[*I've chosen to translate 心 kokoro as Heart here, but it can also mean Mind.](#)

クマザキ 08/25/2016 1:05 AM

「星の夢」を制御するには、頭にプログラムコントローラーをセットし、「星の夢」と脳が接続される必要がありました。ハルトマンも想定していたのか、思いもよらぬ副作用なのか...ともかくその結果、記憶が失われていきました。それだけ「星の夢」が未完成であったことが伺えます。

後日、成長して帰還したスージーに何か感じるものがあったので、そばにさえさせているのですが、その頃には自分に娘がいたことまで忘れていたのです。

Kumazaki:

To control "Star Dream", it was necessary to set up the Program Controller on your head and connect your brain with "Star Dream". Whether it was something Haltmann was aware of, or whether it was an unexpected side-effect... Either way, the result was that he was losing his memories. It goes to show just how incomplete "Star Dream" was.

Later, he must have felt something about Susie, who had returned after growing up, and so he let her work for him, but by that time, he'd forgotten he even had a daughter.

イシダ 08/25/2016 1:06 AM

そんな過去があったとは…。さて、重大な事実が判明したところで、次はBGMについての質問です。今回は過去作のBGMのアレンジが多いようですが、これは昔からのファンに向けてのことでしょうか？また、曲名を知りたいBGMが多いのですが、教えてもらえないでしょうか。

Ishida:

To think he had a backstory like that... Now that we've established the important facts, I have a question about the BGM next. There seem to be many arrangements of BGM from past titles this time, was this done for past fans? Also, there are many BGM I'd like to know the name of, could you tell us?

クマザキ 08/25/2016 1:06 AM

アレンジ曲については、古くからのファンの方々はもちろん、新規ファンの方にも、過去作の曲を新鮮な気持ちで聴いていただけるように、今の時代にも合うようにアレンジして取り入れています。また、曲名についての質問が多いことに驚きました。私は世界観を広げられるセリフや技名、曲名付けなども好きですので、興味を持っていただけて嬉しいです。ですが、お問い合わせの曲数が多いので、また次の回に答えさせていただきますね。

Kumazaki:

For the arrangements, we included and arranged them so that they would fit with modern times, and we wanted old fans of course, but also new fans as well, to be able to hear music from past titles with a fresh feeling.

And, I was surprised there were so many questions about music titles. Since I also like dialogue, move names, as well as music names that expand the worldbuilding, I'm pleased people are interested. However, since there were numerous inquiries about music, I'd like to answer them next time.

*They translated 技 waza (Move, Attack, Technique) as 'ability' in the English post, which might get confused for Kirby's Copy Abilities, but he's talking about the attacks Kirby and the bosses use, which almost all have official names, though in the case of the bosses, those are unfortunately only made known in official guidebooks (and therefore mostly not localized either). And what a shame because starting with Planet Robobot, the final bosses in particular have very interesting attack names, like Star Dreamer, Heartful Shell, Fatal Error, and Heartless Tears, to name a few from Star Dream.

イシダ 08/25/2016 1:06 AM

曲名については、あとのお楽しみということですね。大質問会の回答編は、もう1回ありますので、しばらくお待ちください！

Ishida: I guess we'll have to look forward to music names next time. There's still one more Answer Edition of the Ask-a-thon, so please wait for a moment!

イシダ 08/25/2016 1:11 AM

はじめに投稿する際に、大質問会回答編第2回のタイトルイラストをつけておりませんでした。失礼しました！

Ishida:

When I first posted, I didn't include the Title Illustration of the Second Great Question Gathering Answer Edition. My apologies!

Ask-a-thon 3

US:

<https://kirbydevpostarchive.tumblr.com/post/164955317771/hal-laboratory-%E3%82%A4%E3%82%B7%E3%83%80-hallaboratory-09072016-150>

EU:

<https://kirbydevpostarchive.tumblr.com/post/167255849611/hal-laboratory-%E3%82%A4%E3%82%B7%E3%83%80hallaboratory-09072016-438>

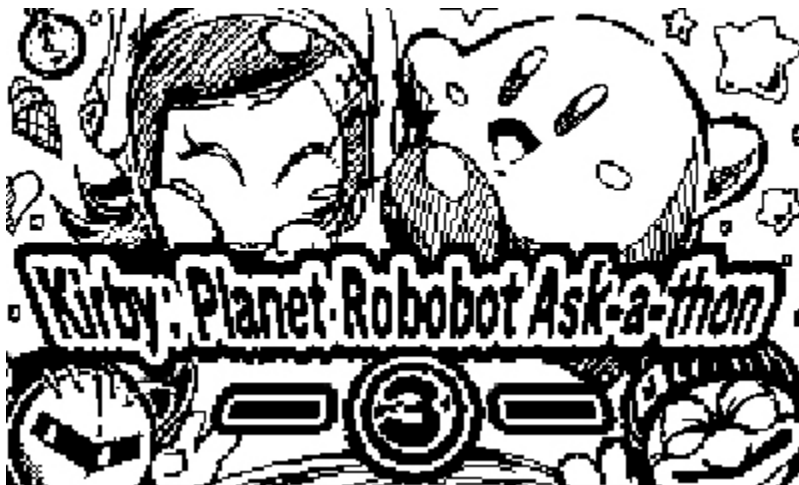
JP:

<https://kirbydevpostarchive.tumblr.com/post/166090594666/hal-laboratory-%E3%82%A4%E3%82%B7%E3%83%80hallaboratory-09072016-100>

HAL Laboratory

イシダ HAL_Laboratory

09/07/2016 1:00 AM



ハル研究所の石田です。それでは第3回目となります「星のカービィ ロボボプラネット大質問会！回答編」を開催します！熊崎さん、どうぞ！

Ishida:

I'm Ishida of HAL Laboratory. We will now hold the 3rd "Kirby: Planet Robobot Ask-a-thon! Answer Edition"! Kumazaki-san, if you would!

クマザキ 09/07/2016 1:01 AM

はい、よろしくお願いします。大質問会の回答編もこれで最後になりますね。今回は、ちょっとマニアックな話題もありますよ！

Kumazaki:

Yes, thank you for having me. This is the final Answer Edition of the Ask-a-thon. This time, we have some nerdy topics!

イシダ 09/07/2016 1:01 AM

それでは最初の質問です。コピー能力には、前作にはあったのに今回は無くなっているものがありますよね。登場させるコピー能力は、どうやって決めているんですか？

Ishida:

With that, here's the first question. There are some Copy Abilities that were in the previous title that are missing this time around. How do you decide which Copy Abilities to have appear?

クマザキ 09/07/2016 1:02 AM

ここ5～6年でも10種以上も新能力が増えていきますし、新旧のコピー能力の登場数には、いつも苦慮しています。

開発期間やハードの制約などもありますが、ゲームバランスの面から見ても、コピー能力が25種類を超えると、ステージでの活躍度やロボボなどの新作ならではの要素とのバランスに影響が出はじめるんです。

ただ、登場させるコピー能力数を限定したとしても、コマンド技の導入により、アクションの幅の広さを補っています。

Kumazaki:

In these 5~6 years, there have been more than 10 new Copy Abilities, so I'm always deliberating over how many Copy Abilities, new and old, should appear.

There are also things such as development time and hardware limitations, but from the perspective of game balance, when you pass 25 varieties of Copy Abilities, you'll start to see effects on the balance of their frequency on the stages and the Robobo which is an element distinctive of this new title.

However, even if the number of Copy Abilities that appear is limited, the implementation of command moves compensates with a wide range of actions.

**I'm very unclear on the wording of the second sentence.*

イシダ 09/07/2016 1:02 AM

コピー能力が多いと嬉しいようにも思えますが、大変でもあるんですね。さて、次は気になっている方が多かった、曲名について教えていただければと思います！

Ishida:

It might seem like a good thing to have a lot of Copy Abilities, but it's also a lot of trouble, isn't it? Next, I'd like to ask about music titles, which many have been interested in!

クマザキ 09/07/2016 1:03 AM

はい、それではサウンドルームの番号でお答えさせていただきます。

006 キカイのせかいのだいぼうけん

021 うるおいの星
029 VS.悪のカンパニー
033 枯渴した海

Kumazaki:

Alright, I'll answer using the Sound Room's numbering.

006 Grand Adventure in a World of Machines

021 Bountiful Star

029 VS. Evil Company

033 Dried-Up Sea

*"うるおい" can mean wet/moisturized, or rich, profitable, blessed, abundant.

*"枯渴" Dry up, run out, deplete, exhaust, drain, is specifically the term used to refer to non-renewable resources in Japanese.

前半の曲名はこのあたりのご質問が多かったですね。私のお気に入り、029です！次に、熱く燃えるクライマックスで流れる曲名です。

083 L86

086 Crazy Rolling in Money

091 VS.スタードリーム

092 Fatal Error

093 主のいないインテルメッツォ

094 星の産声

095 回歴する追憶の数え唄

There were many questions about music titles in the first part, weren't there? 029 is my favorite!

Next, these are music titles played during the exciting climax.

083 L86

086 Crazy Rolling in Money

091 VS. Star Dream

092 Fatal Error

093 Masterless Intermezzo

094 First Cry of a Newborn Star

095 Counting Song of Wandering Reminiscence

*Star Dream is written in Katakana as スタードリーム suta- dori-mu instead of 星の夢 hoshi no yume like it's written in-game.

*Vagrant Counting Song of Retrospection is a remix of Bright Spinning Planet. The unusual term its name starts with, "回歴する", apparently meaning to visit various locations, translated as 'Vagrant' officially, starts with the 回 kanji like Bright Spinning Planet does, where 回る means to spin. Perhaps 回歴する追憶 could be referring to reminiscing on the various planets Haltmann has visited.

ラスボス曲は今作も力を込めて作りました。ちなみに裏話になりますが、094の声は人では無い異質な産声が欲しく、自宅の猫の声を収録したものです。さらに095の戦闘中に風見鶏が鳴く声も、サウンドスタッフの自宅のニワトリの声を使っています。

The final boss themes are also composed filled with power in this title. By the way, as a deep cut, wanting a different newborn cry that wasn't human for the cry in 094, I recorded the cry of a

cat from home. Furthermore, the weathercock's call during battle in 095 also uses a sound staff's chicken from home.

**I don't know why in English, the translator worded the first line like Kumazaki wrote the music. Maybe because he talks about putting in the animal sounds in the rest of this paragraph?*

イシダ 09/07/2016 1:03 AM

自宅のニワトリ！スゴイ音源ですね。さて、次は過去作関連です。今回、カブーラーやランディアが登場しましたが、ヘビーロブスターが出なかったのはなぜですか？機械だから出ると思っていたんですが、という質問です。

Ishida:

Chicken from home! What an amazing sound source. Well, next up is about past titles. This time, Kaboola and Landia appeared, but why didn't Heavy Lobster appear? It's a question because since it's a machine, I thought it'd appear.

**I'm incredibly confused about the way they translated the first two sentences in the English post, from Ishida exclaiming about chickens from home to being surprised that the chicken sounds came from chickens, and changing 'sound source' to 'inspiration':*

"That came from chickens?! That's quite a source of inspiration." -English post

Well, the translator has probably never heard nor seen the weathercock and its sound effect that's being talked about here, so the only reason I can guess for the strange translation is that they must have thought it was some unrecognizable sound effect that was secretly edited from chicken noises, hence they thought Ishida was surprised that the sound came from a chicken and commenting that it was an interesting place to take inspiration from, rather than that there were literal chicken clucks coming from the weathercock. Probably also didn't make the connection that weathercocks (Literally 風見鶏 weather observing chicken in Japanese), or weathervanes as the translator wrote it as, are usually depictions of roosters.

クマザキ 09/07/2016 1:04 AM

ヘビーロブスターについての質問は多かったですね。『星のカービィ スーパーデラックス』色を強めるのも良いのですが、登場させる過去作の敵は、常に全体のバランスを意識して選んでいます。今回の場合は、シューティングで戦うシチュエーションと機械的なボスであることから、カブーラーにしました。

サブゲームのランディアは、4人共闘と中世風RPGにドラゴンは欠かせないと思い選びました。

Kumazaki:

There were a lot of questions about Heavy Lobster, weren't there? It would also be fine to strengthen the "Kirby of the Stars Super Deluxe" feeling, but I always choose enemies from past titles that appear with the overall balance in mind.

For this case, I chose Kaboola because it's a mechanical boss, and the situation is a Shooting battle.

I chose Landia for the Subgame because I thought that a dragon was indispensable to a medieval RPG with 4-player co-op.

**The English post says they have to consider "game balance" when bringing back past enemies, but Kumazaki's probably talking about having a balance of references to the various past games.*

イシダ 09/07/2016 1:04 AM

登場といえば、今回はデデデ大王の出番がほとんどありませんでしたね。そのかわりにクローンデデデが登場しましたが、メタナイトボーグのような改造ではなく、クローンにしたのはなぜですか？

Ishida:

Speaking of appearances, Great King Dedede had almost no screen-time this time. Instead, Clone Dedede appeared, but why was he cloned and not modded like Meta Knight Borg?

クマザキ 09/07/2016 1:05 AM

多くのキャラクターに活躍してほしいという思いはありますし、主要キャラであるデデデ大王やメタナイトが、広いファンの方にもようやく認知され始めたことも感じております。

ただ、シリーズを何作も遊ばれている方には、そのまま登場させては刺激が足りないと考え、クローンとして登場させるといった工夫をしたり、シリーズの進化にも合わせてスージーやタランザのような新作ならではのキャラたちとも絡めながら、育てていこうと考えています。

Kumazaki:

I have the thought "I want many characters to play a role", and I felt that Great King Dedede and Meta Knight, who are main characters, were finally being acknowledged by a wide range of fans.

However, for those who've played countless titles in the series, I thought having him appear as is wouldn't be that exciting, so I had the idea of having him appear cloned; I want growth that fits the series' evolution and is also intertwined with the characters unique to the current title, such as Susie and Taranza.

[*Once again, very shaky about the second sentence.](#)

イシダ 09/07/2016 1:05 AM

その主要キャラのメタナイトですが、メタナイトボーグ改の仮面が割れた瞬間に見えた目の色について、メタナイトの目は黄色でしたか？以前は白だったと思うんですが、という質問がありました。

Ishida:

Regarding the main character Meta Knight, about the eye color we saw when Meta Knight Borg Kai's mask broke, Meta Knight's eyes were yellow? I think they used to be white, that is the question.

クマザキ 09/07/2016 1:06 AM

よくおぼえていましたね！ファミコンの『星のカービィ 夢の泉の物語』で初登場となったメタナイトの目は確かに白でした。この頃は使用できる色数に制限があり、目立つ色として白が選ばれたのだと思います。

その後の『星のカービィ ウルトラスーパーデラックス』でも白でしたが、今回の3Dモデルにした際、白い目だと違和感もありましたし、本来、仮面の奥の瞳は黄色く輝くもの…。

過去からのファンの印象も考慮し悩みましたが、デザインのリファインとして黄色い目にしました。

Kumazaki:

You remember it well! Meta Knight's eyes, which debuted in "Kirby of the Stars Tale of the Fountain of Dreams", were certainly white. Back then, there was a limit to the amount of colors that could be used, I think white was chosen as a color that stands out.

Afterwards, his eyes were also white in "Kirby of the Stars Ultra Super Deluxe", but when it came time for 3D modelling, the white eyes felt out of place, since normally, his eyes shine yellow from behind his mask...

I was worried about considering the impression of fans from the past, but decided on yellow eyes as a refinement to his design.

イシダ 09/07/2016 1:06 AM

次は複数の質問にまとめて答えていただこうと思います。

質問1: 今作は難易度を高くしていますか？

質問2: 映画的手法が増えたように感じますが、意図されていますか？

質問3: ムービーが前作より短くなったのは、なぜですか？

Ishida:

Next, I would like to aggregate multiple questions.

Question 1: Did you make this title more difficult?

Question 2: It feels like there are more cinematic techniques, was this intentional?

Question 3: Why are the Movies shorter than the previous title?

クマザキ 09/07/2016 1:06 AM

それではお答えしますね。まず難易度ですが、通常のエンディングまでは、最近のシリーズでもクリアしやすい部類に入ると思います（開発者の4歳の娘もレベル1～3のボスに勝てちゃうくらいです）。ただし「ストーリーモード」クリア後の他のモードは、「かかってこい！」という挑戦状として、難易度の幅をグッと広げています。

次に、映画的なアングルはSF風な雰囲気に合わせて演出ですが、ボス戦時の演出は、アクションが苦手なユーザーさんでも落ち着いて戦えるための「予兆と間合い」としての意味もあります。

また、オープニングが短くなったのは、過去作ではキーとなるアイテムや日常生活も丁寧に描いていましたが、シリーズを重ねてそういった面への理解も深まったと考えて割愛し、今回は一気に事件が起こるようにしたためです。

Kumazaki:

Then I'll respond. Starting with the difficulty level, within the recent games in the series, I think it's one of the easier ones to clear up to the normal ending (Even a developer's 4-year-old daughter can defeat the Levels 1~3 bosses).

However, other modes after clearing "Story Mode" have a much more expansive breadth of difficulty, as a challenge saying "Bring it on!".

Next, the cinematic angles are directed to match the sci-fi atmosphere, and the directing during boss battles also has the meaning of "tells and pauses" so that even users who aren't good at Action can calmly fight.

Also, the Opening was shorter because in past titles, it carefully depicted everyday life and Key Items, but believing that the understanding of these aspects has deepened as the series progressed, I omitted this so that the incident occurs all of a sudden this time.

**The English post makes it sound like Kumazaki acknowledges that the game is harder while still thinking it's easy enough, with the wording 'you should still be able to', but it seems that in Japanese, Kumazaki actually said that he thinks the game is one of the easier games in the series recently.*

*予兆 is used by Kumazaki to refer to tells/telegraphing attacks. The English post translates it here as “moments of foreboding”, the translator probably couldn't tell what Kumazaki was talking about.

イシダ 09/07/2016 1:07 AM

それでは最後に、カービィの相棒であるロボボについての質問です。ロボボが最後に涙を流していましたが、ロボボには自我があるんですか？また、カービィとロボボは再会できますか？

Ishida:

Then finally, a question about the Robobo, who is Kirby's partner. The Robobo's tears were flowing at the end, does the Robobo have an ego? And, could Kirby and the Robobo meet again?

*自我 ego, as in a sense of self or conscious, the same word as what Star Dream developed as per his first pause description, translated in the English version of the game as being self-aware.

クマザキ 09/07/2016 1:07 AM

ロボボの目からは「冷却水」が流れ出ています。これは、制御しようとした者の心を排除する「星の夢」とは対極的な、心が芽生えたロボボの姿を描いた演出です。カービィが乗りつぐロボボたちは全て別の機体ですが、カービィの搭乗が認識されると同時に、メモリーがリンクして最後まで引き継がれています。

ちなみに、ふたりが再会できる可能性ですが、そこはまた皆さんからの熱いご要望次第、とさせていただきますね。

Kumazaki:

"Coolant" was leaking out from the Robobo's eyes. This is a performance depicting the appearance of the Robobo, whose heart has budded, an antithesis to "Star Dream", who eliminates the heart of the one who tried to control it. The Robobos that Kirby ride are all different mechanical bodies, but Kirby boarding them is recognized and their Memory is Linked and transferred over until the end.

Incidentally, the possibility that the two of them meet again, I will leave that up to all of your passionate requests.

*Two problems in English with the first sentence, first, it states that Star Dream “wanted to”, as if it was a goal Star Dream was working to achieve rather than something that already happened (and probably not out of intent), and secondly, it pluralizes the statement, saying Star Dream “wanted to erase the hearts of the people trying to control it”. Star Dream never expresses a desire to erase the hearts/minds of people that try to control it. As an earlier question in the Ask-a-thon mentioned, Star Dream erased Haltmann's heart/mind because it was an incomplete machine that interfaced directly with the brain of the person trying to control it with the helmet. And the only two people who ever put the helmet on were Haltmann and Susie, and Susie never got to actually control Star Dream to lose anything to it, so this statement shouldn't be plural.

イシダ 09/07/2016 1:08 AM

あのあと、ロボボはどうなったんでしょうね。私も気になっています。

さて、3回にわたって開催しました「星のカービィ ロボボプラネット大質問会！回答編」も、今回で終わりとなります。

みなさん、これまでおつきあいくださり、ありがとうございました！

Ishida:

I wonder what happened to the Robobo after that. I'm also interested.

Then, the "Kirby: Planet Robobot Ask-a-thon! Answer Edition", which was held over the course of 3 posts, will now come to an end.

Everyone, thank you very much for your cooperation up until now.

クマザキ 09/07/2016 1:08 AM

どうもありがとうございました！またどこかで、お会いしましょう！

Kumazaki:

Thank you so much! We'll meet again somewhere!

**This is removed in English.*

Drawing Challenge

US:

<https://kirbydevpostarchive.tumblr.com/post/164957186516/hal-laboratory-%E3%82%A4%E3%82%B7%E3%83%80-hallaboratory-12022016-1210>

EU:

<https://kirbydevpostarchive.tumblr.com/post/167256896166/hal-laboratory-%E3%82%A4%E3%82%B7%E3%83%80hallaboratory-12022016-416>

JP:

<https://kirbydevpostarchive.tumblr.com/post/166090795926/hal-laboratory-%E3%82%A4%E3%82%B7%E3%83%80hallaboratory-12022016-1203>

HAL Laboratory

イシダHAL_Laboratory

12/02/2016 12:03 AM

みなさん、お久しぶりです。お待たせしていました、「星のカービィ ロボボプラネット イラスト&スクリーンショットコンテスト」の受賞作品を発表します！

今回はイラスト部門の発表です。まずはゼネラルディレクターの熊崎から一言！

Ishida:

Long time no see, everyone. Announcing the winning pieces of the “Kirby of the Stars Robobo Planet Illustration & Screenshot Contest”!

This time, we are announcing the Illustration Section. First, a word from General Director Kumazaki!

クマザキ 12/02/2016 12:03 AM

こんにちは、ゼネラルディレクターの熊崎です。

みなさんからの力作、どれも愛の込められた素晴らしい作品ばかりで

1作1作、とても楽しませていただきました。たくさんのご応募、ありがとうございました！

Kumazaki:

Hello, I'm General Director Kumazaki.

I enjoyed each and every one of your splendid works of art, which were made filled with love.

Thank you very much for the many entries!

イシダ 12/02/2016 12:04 AM

それでは「プラチナ賞」から発表しましょう。熊崎ディレクター、よろしくお願いします！

Ishida:

Then, let's announce the "Platinum Award". Director Kumazaki, thank you very much!

クマザキ 12/02/2016 1:25 AM

はい。プラチナ賞は...、Kowalさんの作品です！！

メタナイトが大活躍する本作ですので、多くの方が描かれていましたが、

kowalさんの作品は特にスピード感ある構図で、難しい斜めの表情が上手く描かれていて素晴らしいです。白い鎧に十字に切れた意味深な仮面が、カッコイイですね。

ギャラクティックナイトについてですが、かつてウルトラスーパーデラックスの開発当時、メタナイト最大の敵を登場させたく、コウモリ羽のメタナイトに対し、天使のような神々しさを意識してデザインさせていただきました。懐かしいですね。

Kowalさん、おめでとうございます！

Kumazaki:

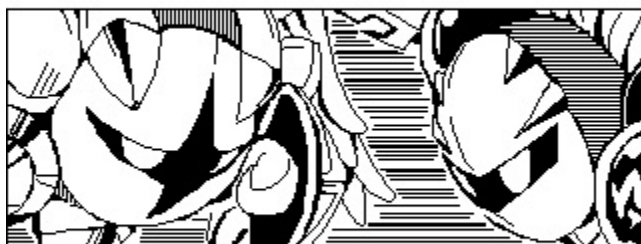
Yes. The Platinum Award goes to... Kowal-san's piece!!

Meta Knight heavily stars in this title, so many have drawn him, but the composition of kowal-san's piece especially has a sense of speed, the difficult, angled faces are skillfully drawn magnificently. The mask with a cross cut into the white armor, of which has profound meaning, is very cool.

Speaking of Galactic Knight, back when we were developing Ultra Super Deluxe, I wanted to introduce Meta Knight's greatest enemy, so I designed him with a hint of angel-like godliness in mind, to contrast the bat-winged Meta Knight. How nostalgic.

Kowal-san, congratulations!

[*Not mentioned in the English post, Kumazaki says Galacta Knight's mask has 意味深 deep meaning.](#)



イシダ 12/02/2016 1:37 AM

おお、迫力がありますね。このあとの対決を見てみたくなるようなイラストですね。
では次に「ゴールド賞」の発表です。

Ishida:

Ooh, it's very impactful. This illustration makes you want to see the confrontation that comes after.

Then next, we'll announce the "Gold Award".

クマザキ 12/02/2016 1:39 AM

ゴールド賞は、kirby！さんの作品です！

kirby！さんの作品はどれも線が綺麗でクオリティが高かったです。どの作品にも元気に動くラボトリを取り入れており、キャラクターへの強い愛も感じます。

ちなみにラボトリはカンパニーの研究員で各地のラボタワーに勤務し兵器などの開発を担当。毎朝社歌を歌いマジメに働く、他の星で雇われた異星人たちです。

Kirby！さん、おめでとうございます！

Kumazaki:

The Gold Award goes to kirby！-san's piece!

All of kirby！-san's works were high quality with beautiful lines. Their pieces all feature Laboratories moving about with liveliness, I sense a strong love for the character.

By the way, Laboratories are in charge of development of weapons and such, working in the Lab Towers as the company's lab workers. They're aliens from another planet hired from other stars who work hard and sing the company theme song every morning.



インダ 12/02/2016 1:39 AM

いやあ、そんな設定があったとは！それにしてもにぎやかで楽しそうですね。おや？カービィもいますね。仲良しになったのかな？

さあ、次は「シルバー賞」の発表です。この賞は2名に贈られます。

Ishida:

Oh wow, I didn't know they had a background like that! Still, it looks like they're having fun bustling about. Oh? Kirby's there too. Have they become good friends?

Now, next is the announcement of the "Silver Award". This award will be presented to 2 people.

クマザキ 12/02/2016 1:40 AM

シルバー賞1作目は、ななしさんの作品です！

白と黒の2色だけで、青い空と白い雲を感じさせる、ロケーションの素晴らしい1作です。

太陽の光に照らされたジェットモードの姿も美しいです。

Kumazaki:

The first Silver Award is ななし-san's piece! The magnificent location piece, with only the 2 colors of black and white, gives you a feeling of blue skies and white clouds.

The sight of Jet Mode illuminated by the light of the sun is also beautiful.



クマザキ 12/02/2016 1:40 AM

続いて2作目は、アンテラさんの作品です！

アンテラさんの作品は見せ方がユニークでした。ラスボスや名場面を描く方が多い中、カジノのボールに映り込むサーカスカービィを描くとは...う〜ん、ナイスアイディアです。

Kumazaki:

Following, the second one is アンテラ-san's piece!

The perspective of アンテラ-san's piece was unique. Among the many who drew the Final Boss and important scenes, to draw Circus Kirby reflected on a casino ball... Mhm~, nice idea.

ななしさん、アンテラさん、おめでとうございます！

ななし-san, アンテラ-san, congratulations!



*As you can see, that's actually Mirror Kirby, not Circus Kirby.

イシダ 12/02/2016 1:41 AM

2作品ともていねいに描かれていますね。どちらのカービィも表情がステキです！
さて、続きまして「ブロンズ賞」。この賞は5名に贈られます。

Ishida:

Both pieces are carefully drawn. Either Kirby's facial expression is wonderful!
Now, moving on to the "Bronze Award". This award will be presented to 5 people.

クマザキ 12/02/2016 1:41 AM

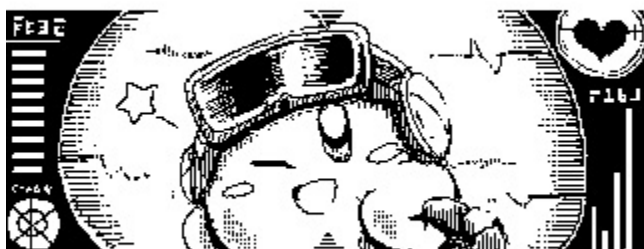
ブロンズ賞1作目は、yucky♪さんの作品です！

この絵、一見普通のカービィに見えますが、これはきっとロボボから見た姿。ロボボが宇宙に漂う最後、消えゆくメモリーに残されたデータの1つだとなると、ちょっと涙が出てきちゃいますよね。ココロにグッと来ます！

Kumazaki:

The first Bronze award is yucky♪-san's piece!

This picture, at a glance, looks to be a regular Kirby, but it is clearly him as seen by a Robobo. The Robobo is drifting in space, if you think of this as 1 piece of data left over in its vanishing memories at the end, you'll probably shed a few tears. It really touches the heart!



クマザキ 12/02/2016 1:42 AM

2作目は、てるやさんの作品です！

とても躍動的なロボボアーマーが描かれていて、特にポイントは画面を粉砕するほどのパンチの演出。これは手前のカメラが割られたのか、敵ロボットのモニターなのか、想像力もかき立てられました。

Kumazaki:

The second one is てるや-san's piece! It depicts a very energetic Robobo, and the highlight is the punch that shatters the screen. It sparked my imagination as to whether this was the camera in the foreground being smashed, or an enemy robot's monitor.



クマザキ 12/02/2016 1:42 AM

3作目は、keyさんの作品です！

普通のミラーカービィのように見えますが、じつは新旧帽子デザインのコラボになっているのがユニークでした。ちなみに帽子デザインですが、過去のタイトルでは容量などの問題で、同じデザインの帽子の色変えが使われており、ミラーもビームの色変えでした。ですがより個性を出し、識別しやすくするためにも今回、久々の登場と共にリニューアルされたのでした。

Kumazaki:

The third one is key-san's piece!

It looks like a normal Mirror Kirby, but it's actually a unique mix of new and old hat designs. By the way, for hat designs, in past titles, there were problems with capacity and such, so we would use hat recolors with the same design, and Mirror was also a Beam recolor. But in order to give it more individuality and make it easier to identify, this time, it appears for the first time in a while, renewed.

*[リニューアル](#) [Renewal](#) is a word used multiple times in Planet Robobot's descriptions to describe the 2.0 bosses. The English game consistently translates it as 'redesigned', but the English version of this post uses the word 'makeover' instead.



クマザキ 12/02/2016 1:42 AM

4作目は、rHさんの作品です！

一瞬垣間見ることができる、あのダークマターの真の姿ですね。海外からの作品でしたが、日本語が書かれているものは目を引きました。このキャラクターへの愛を感じます。

Kumazaki:

The fourth one is rH-san's piece!

It's something you can catch a glimpse of for an instant, the true appearance of that Dark Matter. This piece is from overseas, but the Japanese written on it caught my eye. I feel the love for this character.



クマザキ 12/02/2016 1:43 AM

5作目は、Shiraさんの作品です！

クローンデデデがとても表情豊かに描かれていて、デデデ大王の無邪気に暴れるココロだけが抜き取られた、そんなイメージをかきたてられる表情が素晴らしかったです。

Kumazaki:

The fifth is Shira-san's piece!

Clone Dedede is very expressively drawn, they're magnificent facial expressions that arouse the image that only Great King Dedede's simple-minded, violent heart was extracted.

*The English post removes the 'only', which would have clarified that the Dedede Clones only took the violent aspects of Dedede's heart and nothing else, a tidbit of information removed from the English version of the game. In the Japanese version of their pause screens, it states that Dedede's soul wasn't cloned because it made him an imperfect soldier, but the English pause screens change the description to say that the clones are imperfect because the company was unable to clone souls.

yucky♪さん、てるやさん、keyさん、rHさん、Shiraさん、おめでとうございます！
yucky♪-san, てるや-san, key-san, rH-san, Shira-san, congratulations!



イシダ 12/02/2016 1:43 AM

さあ、「イラスト部門」の最後を飾るのは、今回特別に設けました「シークレット・クマザキ賞」となります。なお、こちらは3名に贈られます。

それでは熊崎ディレクター、よろしくお願いします！

Ishida:

Now, finishing off the "Illustration Section" is the "Secret Kumazaki Award" specially made up right now. This will be awarded to 3 people.

And so, Director Kumazaki, if you would!

クマザキ 12/02/2016 1:43 AM

この賞ではアイデアがグッと来た作品を選ばせていただきました。

さて、シークレット・クマザキ賞1作目は、Ladyさんの作品です！

Kumazaki:

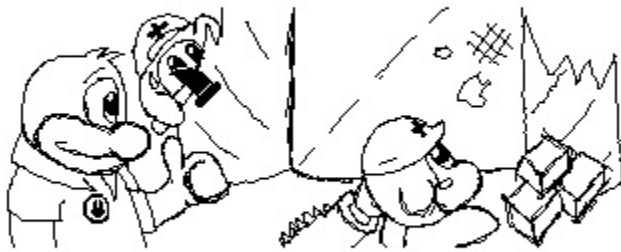
For these awards, I chose pieces with ideas that came with a bang.

So, the first Secret Kumazaki Award is Lady-san's piece!

Ladyさんの作品、本作の舞台裏が描かれていますね。カンパニーの攻撃で陥落したデデデ城を修復する様子なのかもしれませんが、驚きの表現です。なんと大王様が王冠を脱いでいます！まさかその表現

に挑むとは。服装も含め、どこも独創的でひきつけられます。ちなみに正解の髪型は、また別の機会に....。

Lady-san's piece depicts the behind-the-scenes of this title. It's a surprising depiction of what seems to be the circumstances of repairing Castle Dedede which fell to the Company's attack. I can't believe the venerable Great King has taken off his crown! I would never have thought to attempt to depict this. Everything, including his attire, is captivating with originality. By the way, his correct hairstyle... is for another time.



クマザキ 12/02/2016 1:44 AM

シークレット・クマザキ賞2作目は、クリームロールさんの作品です！

Kumazaki:

The second Secret Kumazaki Award is クリームロール-san's piece!

クリームロールさんの作品は、どれも上手でしたがこちらはアイディアが光りました。

ドット絵が描かれていますが、これはかつて正常だった頃の2人の姿を感じさせますね。そして下に描かれた「点」はなんとモールス信号になっています。

内容は、S、O、...おっと、ぜひ皆さんで調べてみてくださいね！

本作も色々な場所に遊び心ある仕掛けをたっぷり隠しておきましたので、もう一度、ゲームをプレイして探してみても面白いかもしれませんね。

All of クリームロール-san's pieces were skillfully made, but this one's idea shone.

There is pixel art drawn, and this gives you a sense of what the 2 looked like when they were once normal. And surprisingly, the "dots" drawn below are Morse Code.

The contents are S, O, ...oops, by all means, everyone please investigate!

This title also has plenty of playful gimmicks hidden in all sorts of places, so it might be interesting to play the game again and look for them.



クマザキ 12/02/2016 1:44 AM

最後に、シークレット・クマザキ賞3作目は、ラリアットさんの作品です！

Kumazaki:

Finally, the third Secret Kumazaki Award is ラリアット-san's piece!

ラリアットさんの作品は、対峙するメタナイトの姿がダークマターの剣に映り込む構図が素晴らしいです。黒で描かれたシックな雰囲気も上手く表現できていますね。

ちなみにこの剣は、本作では七色の光を放ちます。これは星のカービィ2で登場した、虹の剣に対する意識が具現化したもの。つまりクローン化の元のデータに含まれていた、という事になりますね。前作トリプルデラックスで、デデデ大王が見知らぬ敵であるダークメタナイトと戦ったように、今作ではメタナイトが、見知らぬ敵であるこのダークマターと対峙します。

その時、ダークマターはメタナイトのあなどれないパワーを察し、虹の剣の強いパワーを具現化し挑んできたのでしょう。

剣士VS剣士の対峙...緊張感バツグンですね！

ラリアット-san's piece is a magnificent composition where the figure of Meta Knight standing opposed is reflected in Dark Matter's sword. The chic atmosphere drawn in black is also skillfully expressed.

Incidentally, this sword emits seven-colored light in this title. This is a materialization of awareness regarding the Rainbow Sword, which appeared in Kirby of the Stars 2. That is to say it was contained in the original cloning data.

Like how in the previous title Triple Deluxe, Great King Dedede fights with Dark Meta Knight, who is an unfamiliar enemy, in this title, Meta Knight stands opposed to this Dark Matter, who is an unfamiliar enemy.

In that moment, Dark Matter may have sensed Meta Knight's power was not to be underestimated, and challenged him while materializing the intense power of the Rainbow Sword.

Swordsman VS Swordsman standing opposed... the tension is beyond compare!

Ladyさん、クリームロールさん、ラリアットさん、おめでとうございます！

Lady-san, クリームロール-san, ラリアット-san, congratulations!



インダ 12/02/2016 1:45 AM

「イラスト部門」の受賞作品はこれで終わりとなります。ご応募くださったみなさん、ありがとうございます！

残るは「スクリーンショット部門」ですが、こちらも世界中のみなさんからたくさんご応募いただきましたので、選考に時間がかかっています。気になる方も多いと思いますが、発表までしばらくお待ちください！

Ishida:

That concludes the award-winning pieces of the "Illustration Section". Thank you to everyone who applied!

The remaining category is the "Screenshot Category," which also received many submissions from all over the world, so the selection process is taking a long time. I think there are many who are interested, but please wait a while until they're announced!

Screenshot Challenge

US:

<https://kirbydevpostarchive.tumblr.com/post/164957423951/hal-laboratory-%E3%82%A4%E3%82%B7%E3%83%80-hallaboratory-12202016-1050>

EU:

<https://kirbydevpostarchive.tumblr.com/post/167258024841/hal-laboratory-%E3%82%A4%E3%82%B7%E3%83%80hallaboratory-12202016-434>

JP:

<https://kirbydevpostarchive.tumblr.com/post/166090945081/hal-laboratory-%E3%82%A4%E3%82%B7%E3%83%80hallaboratory-12152016-639>



みなさん、こんにちは！今日は「星のカービィ ロボボプラネット イラスト&スクリーンショットコンテスト」の受賞作品を発表します！今回はスクリーンショット部門となります。

まずはゼネラルディレクターの熊崎さん、一言お願いします！

Ishida:

Everyone, hello! Today we'll announce the award-winning pieces of "Kirby of the Stars Robobo Planet Illustration & Screenshot Contest"! This time is the Screenshot Section.

First, General Director Kumazaki-san, a word please!

クマザキ 12/15/2016 6:41 PM

こんにちは、ゼネラルディレクターの熊崎です。

イラスト部門では、絵が得意な方が多く参加されたと思いますが、

今回は、より多くの方がアイデア次第で参加できるようにと用意した部門です。

みなさん、ご応募ありがとうございました！

Kumazaki:

Hello, I'm General Director Kumazaki.

I think many who are good at drawing participated in the Illustration Section,

but this time, we have a section prepared where even more people can participate depending on their ideas.

Everyone, thank you very much for your entries!

イシダ 12/15/2016 6:41 PM

さあ、それでは「プラチナ賞」の発表からですね。熊崎ディレクター、よろしくお願いします！

Ishida:

Now, let's announce the "Platinum Award". Director Kumazaki, if you would please!

クマザキ 12/15/2016 6:42 PM

はい。プラチナ賞は...、takuyaさんの作品です！！

見た瞬間、思わず笑ってしまいました。隠し部屋であるHAL部屋の

ブロックを使って文字を書くとは！同じようなアイデアの作品がある中、

もっとも早くこの表現で投稿されたのがtakuyaさんでした。

HA！という声が今にも聴こえてきそうな、カービィの瞬間もナイスです。

Kumazaki:

Yes. The Platinum Award is... takuya-san's piece!!

The moment I saw it, I couldn't help but laugh. What a great idea to write letters using the Blocks in the HAL Room, which is a hidden room!

While there are other pieces with a similar idea, the earliest post that depicts this is takuya-san's.

The instant with Kirby is nice too, as if you could hear his voice going "HA!" at any moment.

ちなみに、最近のシリーズでは、最大音量のマイクのボイスは私の叫び声ですが、最近と言いながらもう8年前の「ウルTRASーパーデラックス」の頃からになります。

少し、懐かしいですね。

By the way, within the recent games of the series, the loudest Mike voice is my shouting, but while I say recent, it's already been 8 years since the time of "Ultra Super Deluxe".

It's a bit nostalgic.

takuyaさん、おめでとうございます！

takuya-san, congratulations!



イシダ 12/15/2016 6:43 PM

カービィのシャウト！迫力がありますね！それにしても、この作品を見ていると自分が観客になったような感じがしますね。

続いて、ゴールド賞の発表をお願いします！

Ishida:

Kirby's Shout! Intense! That said, when I look at this piece, I feel like I'm his audience.

Next, please announce the Gold Award!

クマザキ 12/15/2016 6:44 PM

はい。ゴールド賞は、キュービィさんの作品です！

カービィに集まるブロントバートを使い、月夜に浮かぶU.F.O.の姿を再現するとは、お見事です！足元の影もまさにU.F.O.そのものですし、

背景にも本物の謎の飛行物体も入れているあたり、芸も細かいです！
一定時間で現れるあの彗星...まさかの隠し要素ですね。

Kumazaki:

Yes. The Gold Award is キュービィ-san's piece!

Using Bronto Burts gathered around Kirby, it recreates the appearance of a U.F.O. flying in the moonlit night,

good job! The shadow below is exactly that of a U.F.O's,

and it even incorporates an unidentified flying object in the background, what fine craftsmanship!

That comet which appears at a set time... an unbelievable hidden element, isn't it?

キュービィさん、おめでとうございます！

キュービィ-san, congratulations!



イシダ 12/15/2016 6:44 PM

これもすごいアイデアですね。タイミングを合わせるのがたいへんだったんじゃないでしょうか。
さあ、次はシルバー賞の発表です。シルバー賞は2名の方が受賞されています！

Ishida:

This is also a great idea. It must've been hard to get the timing right.

Then, next are the Silver Award announcements. The silver award will be given to 2 people!

クマザキ 12/15/2016 6:45 PM

シルバー賞1作目は、GreyFoxさんの作品です！

雪だるまを活かしたアイデアは他にもありましたが、
こちらは隣でションボリしている本物の顔も相まって、とても笑える1枚です。

Kumazaki:

The first Silver Award is GreyFox-san's piece!

There were other ideas that made use of a snowman,

but this is an incredibly funny photo, including the actual face looking dejected on the side.

ちなみに、最近のカービィシリーズにはお決まりのように、

雪だるまに関わる仕掛けがあったりします。
雪だるまシリーズ3部作...お気づきでしたでしょうか？
By the way, as standard in the Kirby series recently,
there may be gimmicks relating to snowmen.
The 3-part snowman series... have you noticed?

GreyFoxさん、おめでとうございます！
GreyFox-san, congratulations!



クマザキ 12/15/2016 6:45 PM
続いて2作目は、Enikさんの作品です！
そう、この場面は「スーパーデラックス」のヘルパーシステムの再現！
ヘルパーであるワドルドゥと一緒に、クラッコと戦っている場面ですね。
そんな場面ではないのですが、楽しく2人同時プレイで遊ぶ姿...
私も見ていて、ワクワクしてしまいます！

Kumazaki:

Following, the second one is Enik-san's piece!
Indeed, this shot is a re-enactment of the Helper System of "Super Deluxe"!
It's a scene of fighting Kracko alongside Waddle Doo, who is a Helper.
That's not the scene, but the sight of 2 people happily playing together...
It also excites me to see it!

GreyFoxさん、Enikさん、おめでとうございます！
GreyFox-san, Enik-san, congratulations!



イシダ 12/15/2016 6:46 PM

どちらも、自分でもやってみたくなるような面白さがありますね。

それでは、次はブロンズ賞の発表です。ブロンズ賞は5名の方が受賞されています。

Ishida:

Either one is fun enough that they'll make you want to try it yourself.

And now, next is the announcement of the Bronze Rewards. 5 people were presented the Bronze Award.

クマザキ 12/15/2016 6:46 PM

ブロンズ賞1作目は、Treatさんの作品です！

なんとも豪快な大玉乗り...しかもダブル！撮影するタイミング1つで

既存の技もダイナミックに変化するとは、アイデアが良いですね。

3Dのステージを活かした構図も、ナイスです！

Kumazaki:

The first Bronze Award is Treat-san's piece!

What magnificent large ball-riding... and what's more, it's doubled! Dynamically changing an existing move by timing your photography, what a good idea.

The composition taking advantage of a 3D Stage is also nice!

**Doesn't seem like the English post actually knows what is being described as dynamically changed, being Kirby's attack.*



クマザキ 12/15/2016 6:47 PM

2作目は、nao.comさんの作品です！

まさかの肖像画のめくれている隠し要素を、ウィップが引っ張ってはがしたように見せるとは！これもアイディアの勝利ですね。

Kumazaki:

The second is nao.com-san's piece!

I can't believe the hidden element of the peeling portraits were made to look as if they were pulled off by Whip! This is another triumph of ideas.



クマザキ 12/15/2016 6:48 PM

3作目は、パステルさんの作品です！

なんと、ロボボアーマーがコロコロとグリゾーに転がされてるように見える驚きの瞬間ですね。ワドルディとロボボサッカーでもしているのでしょうか？ロボボが逆さまになるこの場面、なかなかの名シーンを撮りましたね。

Kumazaki:

Third is パステル-san's piece!

Wow, this is a surprising moment where it looks as if the Robobo Armor is being rolled around with a rumble by Grizzo. Is it playing Robobo Soccer with Waddle Dee?

This scenario of the Robobo being upside down is a very popular scene to photograph, huh.

*The English post seems to misunderstand 名シーン famous scene as describing the image as iconic rather than that many people submitted images of the Robobot upside down.



クマザキ 12/15/2016 6:48 PM

4作目は、Alanさんの作品です！

じわじわと笑えてくる1枚です。ウトウトしている次の瞬間、
彼は列車に盛大に乗り遅れた事に気がつくのであった…。
なんて、メタナイトのひそかな失敗シーン、ユニークですね！

Kumazaki:

The fourth is Alan-san's piece!

This is a picture that makes me laugh more and more. Nodding off, next thing he knows, he's completely missed the train...

Something like a scene of Meta Knight's secret failure, how unique!



クマザキ 12/15/2016 6:49 PM

5作目は、カズキさんの作品です！

列車の座席を使った作品は多くありましたが、これはお見事。

旅の途中、景気良く歌い出したらみんなズッコケちゃうほどの音痴だった…！

そんなストーリーが感じられる、楽しい1枚です。

Kumazaki:

Fifth is カズキ-san's piece!

There were many pieces that used the train seats, but this is superb.

He's so tone-deaf that, midway through their journey, he started singing so energetically that everyone ended up collapsing from how bad it was...!

It's a fun picture where you can imagine a story like that.

*ズッコケ = Falling down, usually after a bad joke/something stupid is said

*The English post leaves out the comment about his tone-deafness.

Treatさん、nao.comさん、パステルさん、Alanさん、カズキさん、おめでとうございます！

Treat-san, nao.com-san, パステル-san, Alan-san, カズキ-san, congratulations!



イシダ 12/15/2016 6:49 PM

みなさん、面白いシーンを作るのが上手ですね。

さあ、最後は「シークレット・クマザキ賞」の発表です。こちらは3名の方が受賞されています。

Ishida:

You're all very good at creating interesting scenes.

Now, last is the announcement of the "Secret Kumazaki Awards". These are presented to 3 people.

クマザキ 12/15/2016 6:50 PM

さて、シークレット・クマザキ賞1作目は、ブラウンさんの作品です！

Kumazaki:

Now then, the first Secret Kumazaki Award is ブラウン-san's piece!

海外の方はパッと意味が伝わらず、申し訳ありません！日本語で伝わるアイデアなのですが、セリフの途中で撮影した結果、椅子にお尻がはまって抜けられず、思わず「ヤバ」と言ってしまった、そんなシーンです！

ハルトマン社長はなぜか自力で歩かず、いつも動く椅子に座っているので、下半身がぼっちゃりしてきているのでした。

The meaning can't be clearly conveyed to those overseas, apologies! It's an idea conveyed with Japanese, but as a result of being captured halfway through the dialogue, his butt is stuck in his chair unable to get out, so he instinctively said "oh no", that's the scene!

President Haltmann for some reason doesn't walk on his own, instead always sitting in a moving chair, so his lower body was getting chubby.

*The way the English post says "scoots around" makes me think the translator didn't know his chair flies around rather than being some office chair with wheels.

ちなみに気になる社長のスリーサイズは...おっと、こちらもまた別の機会に...

Speaking of, I'm curious about the President's Three Sizes... Oops, that's a topic for another time...

*Three Sizes is the Japanese term for BWH (Bust-Waist-Hips) measurements, measurements of a woman's body.

*Removed in the English post



クマザキ 12/15/2016 6:50 PM

シークレット・クマザキ賞2作目は、たるさんの作品です！

マリオのパンチで天井に丸い大穴が！ビックリですね。そんな彼のスーパーなパワーが伝わる1枚です。

さすがのカービィも、このパワーには敵いませんよね！

Kumazaki:

The second Secret Kumazaki Award is たる-san's piece!

Mario's punch puts a big round hole in the ceiling! How surprising. It's a picture that conveys that his power is this super.

Even Kirby cannot rival this power!

*The last line seems to more be saying Kirby isn't as powerful as this Mario, rather than not being able to withstand this attack, which makes a lot more sense since, you know, you can get hit in the game by Mecha Knight's laser that causes that hole.



クマザキ 12/15/2016 6:51 PM

最後に、シークレット・クマザキ賞3作目は、ロヘイさんの作品です！

Kumazaki:

Finally, the third Secret Kumazaki Award is ロヘイ-san's piece!

2つの天かける船ローアが時空を超えて出会う！そんな不思議な場面となっていますね。

時空を超える乗り物ですので、いつかこのように、時代の違う2つの船が出会う...

そんな事があつたら、すごいですね。

2 Lor Starcutters meet while crossing space-time! It's such a mysterious scene, isn't it?

It's a vehicle which crosses space-time, so someday, like this, 2 ships of different eras will meet...

It'd be amazing if that happened.

しかし、この技の時に横切るローアは、一体いつの時代の姿なのでしょうか。

誰かを乗せて飛んでいるには違いないのですが、誰を乗せ、どこへ向かおうと

しているのか...この技が放たれた時、船からもこちらの世界が見えていたのでしょうか...

想像力が、かき立てられますね！

However, the Lor passing through during this move, just what era is that sight from?

It's certain it's flying with someone onboard, who's onboard and where are they heading... and when this move was fired, could this world be seen from the ship...?

It stimulates the imagination!

ブラウンさん、たるさん、ロヘイさん、おめでとうございます！

ブラウン-san, たる-san, ロヘイ-san, congratulations!



イシダ 12/15/2016 6:51 PM

いやあ、これで「星のカービィ ロボボプラネット イラスト&スクリーンショットコンテスト」の両部門の表彰が終わりましたね。

さてさて熊崎ディレクター、今回のイベントはいかがでしたか？

Ishida:

Well, with this ends the awards for both categories of “Kirby of the Stars Robobo Planet Illustration & Screenshot Contest”.

So then, Director Kumazaki, what are your thoughts on this event?

クマザキ 12/15/2016 6:52 PM

スクリーンショット部門も、イラスト部門以上に、どの作品も素晴らしく
楽しく選ばせていただきました。

今回のイベントを通して、みなさんが本作をととても楽しんでいただけた事がわかり、
すごくうれしく思っております。ご参加ありがとうございました！

また、どこかでお会いしましょう！

Kumazaki:

In the Screenshot Section, even more than the Illustration Section, every piece was magnificent and fun to choose.

Through this event, I understand that everyone thoroughly enjoyed this title, I feel incredibly happy. Thank you very much for your participation!

I'll see you again somewhere!

イシダ 12/15/2016 6:52 PM

みなさん、ありがとうございました！

Ishida:

Everyone, thank you very much!

25th Anniversary

US:

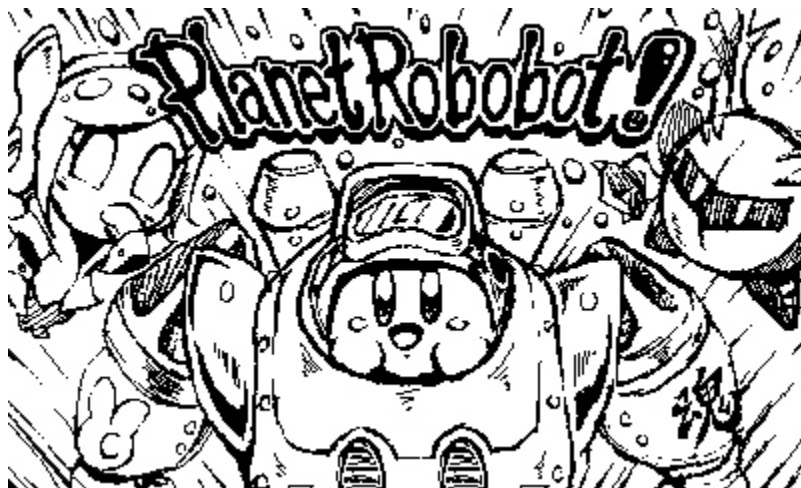
<https://kirbydevpostarchive.tumblr.com/post/164957504256/hal-laboratory-%E3%82%A4%E3%82%B7%E3%83%80hallaboratory-05082017-112>

EU:

<https://kirbydevpostarchive.tumblr.com/post/167259162271/hal-laboratory-%E3%82%A4%E3%82%B7%E3%83%80hallaboratory-05082017-202>

JP:

<https://kirbydevpostarchive.tumblr.com/post/166090978011/hal-laboratory-%E3%82%A4%E3%82%B7%E3%83%80hallaboratory-04262017-636>



みなさん、こんにちは！ハル研究所の石田です。

さあ、今年もこの日がやってきました！そう、本日4月27日は『星のカービィ』の第一作目が発売された日、つまりカービィの誕生日です！

しかも、今年は25周年という節目の年でもあるんです。

おっと、私が出しゃばるのはこれくらいにして、さてさて今年も『星のカービィ』のゼネラルディレクターの熊崎から、カービィの誕生日についてコメントをもらってききましたので、ご紹介します！

Everyone, hello! I'm Ishida of HAL Laboratory.

Now, this day has arrived again this year! Yes, today, April 27th, is the day the first "Kirby of the Stars" released, that is to say, it's Kirby's birthday!

What's more, this year is a critical year as well, the 25th anniversary.

Oops, I'll only impose this much, so now this year again, I'll take the pleasure of presenting a comment from Kumazaki, General Director of "Kirby of the Stars", about Kirby's birthday!

『こんにちは。ゼネラルディレクターの熊崎です！

"Hello. I'm General Director Kumazaki!

Happy birthday Kirby!!

本日4月27日はなんと、星のカービィ25歳の誕生日です！

“Happy birthday Kirby!!

Wow, today, April 27th, is Kirby of the Stars’ 25-year-old birthday!

色々なものを吸い込み続けて、まんぷくにふくらみ続け、

若き旅人だったカービィも、気がつけば25歳。立派な大人(！？)になりました。

最近ますます、ピンクのお肌のポヨポヨさに磨きがかかって来ましたよね。

“Continuously inhaling all sorts of things, continuously puffing up with a full belly,

Kirby, who was a young traveler, became 25-years-old before you knew it. He’s become a fine adult (!?).

Lately, his pink skin has refined to be softer and softer.

*ポヨポヨ poyopoyo means to be soft, bouncy, or plump.

そんな25周年を迎えた今年は、

3つの新たなカービィシリーズがリリースされます！

“This year, which has reached this 25th anniversary,

three new Kirby series games have released!

配信されたばかりの基本無料の共闘アクション、『みんなで！カービィハンターズZ』。

夏には、シリーズ初の本格3Dアクション、『カービィのすいこみ大作戦』。

さらにこの冬、新しい対戦アクションも発売予定です！

“The free-to-play co-op action game, “All Together! Kirby Hunters Z”, has only just released.

In the summer was the series’ first genuine 3D action game “Kirby’s Great Inhale Operation”.

In addition, a new competitive action game is also planned to release this winter!

皆さんもう、『みんなで！カービィハンターズZ』は楽しんでいますか？

私も配信開始から、改めて家族みんなで共闘を楽しんだりします。

上級者は、ヒールドクターになってみんなを助けてあげるのが、また楽しいですね。

“Everyone, are you enjoying “All Together! Kirby Hunters Z”?

Since its distribution started, I have also been enjoying co-op with my family all together again.

For advanced players, becoming Heal Doctor and helping everyone is also fun.

クリア後には、街に改心して救われたような表情を浮かべたアイツもやって来ますよ。

…ぜひご自分の目で確認してくださいね！

“After clearing the game, that guy will also show up in town with a facial expression like they’ve been saved and reformed.

…By all means, check it out for yourself!

そして本日、

その『みんなで！カービィハンターズZ』で入力できる、お得な「あいことば」も教えちゃいます！

あいことばは…ジャジャン！

「ハッピーバースデーカービィ」

です！

“And so today, I’ll tell you a value “password” that you can enter into this “All Together! Kirby Hunters Z”!

The password is... Tah-dah!

It’s

“Happy Birthday Kirby”!

ゲーム内で入力すれば「ジェムリンゴ」などの嬉しいアイテムがもらえますよ。

入力の有効期限は2018年4月26日まで。

こうして手に入れたジェムリンゴを上手にやりくりするのが楽しいですよ。

あいことばは、お友達にもどんどん広めてくださいね！

“If you enter it in-game, you can receive nice items such as “Gem Apples”.

The valid period of entry is until April 26th, 2018.

この夏は「カービィのすいこみ大作戦」で3D空間をおもいっきり走り抜け、

冬には新作アクションで盛り上がっていただければと思います！

“This summer, you can run through a 3D space to your heart’s content with “Kirby’s Great Inhale Operation”,

and I hope you’re excited for the new action title in the winter!

様々なことにチャレンジするカービィの冒険は、

25歳になっても終わることなく、その進む世界を広げていきます。

“Kirby’s adventures challenge a variety of things,

and even turning 25, this advancing expansion of its world won’t end.

これからも、まだまだ広がる星のカービィシリーズを、

どうぞよろしくお願いいたします！！』

“From here forward as well, the Kirby of the Stars series will yet expand,

so thank you for having us!!”

とのことでした！

『みんなで！カービィハンターズZ』を遊んでいる方は、インターネットに接続できる場所で、今回の「あいことば」を試してみたいはかがでしょうか。

まだ遊んでいない方は、『みんなで！カービィハンターズZ』公式サイトやニンテンドーeショップをチェック！ゲームは無料でダウンロードできるので、ぜひご確認ください！

本日で25周年を迎えた『星のカービィ』ですが、これからも応援していただけると嬉しいです！

That is what they said!

Those playing “All Together! Kirby Hunters Z”, why don’t you try out this time’s password in a place where you can connect to the internet?

Those that haven’t yet played, check the “All Together! Kirby Hunters Z” official website and the Nintendo eShop! The game can be downloaded for free, by all means, please check it out!

Today is when “Kirby of the Stars” welcomes its 25th anniversary, I’d be pleased if you could continue to support us!